

HORROR ZOMBIES

FROM THE CRYPT

HINTS & TIPS

WARNING
Use only in
desperation!



Some of the revelations made within may
spoil your enjoyment of the game
(and make you feel guilty
for years!)

HORROR ZOMBIES

FROM THE CRYPT

Vital aids for Count Frederick Valdemar

Don't despair - all puzzles, traps and monsters are survivable, even if some are a bit tough at first!

Level 1

Check fireplaces

In the long room with headless lady ghosts, push joystick up to enter a secret chamber behind a certain painting

Level 2

Outside the main doors of the manor move right to find a green key in the graveyard, guarded by invulnerable Horror Zombies! To get past these monsters you must find and use the potion which is located on the right-hand edge of the roof. The green key is needed to trigger a magic cloud, enabling you to get past the broken drainpipe.

Jump ON the flag

Level 3

Password: Hammer

Use Crawl to move undetected beneath some Vampires (useful for avoiding skeleton's arrows too!)

Sorry! the only way out of dead end chambers is to commit suicide.

Level 4

Password: Lugosi

You need to push a table from a room at the top of the first ladder encountered and jump down immediately after it. Push the table left and use it to get the green key past the headless lady.

Level 5

When you first get out onto the Chapel roof (through the door at the base of the large creeper), move left (avoiding vampires) and shoot the monks, retrieve green key, and continue left. Push the joystick forward five spikes in from the next room and you'll move into a secret area to retrieve an extra life.

There are three chests in the Chapel tower. Only one of these activates the magic cloud - it is the one in the lower right corner.

Level 6

Sorry folks! You're on your own on this level.

**HORROR
ZOMBIES**
FROM THE CRYPT



Millennium 67/68 St John's Innovation Centre, Cowley Road, Cambridge CB4 4WS